MY DEAR CAPTAIN, WHAT PLAYTHINGS HAVE YOU BROUGHT ME TODAY?
SORRY, DOC. THE WATERS AROUND THESE PARTS HAVE BEEN QUIET LATELY, NO YACHTS TO RAID. SORRY WE COULDN'T BRING YOU ANY PLAYMATES THIS VOYAGE. JUST THE USUAL SUPPLIES.
THAT'S... DISAPPOINTING. YOU KNOW HOW I LOVE MY LITTLE COMPETITIONS.
I'M TEMPTED TO HAVE YOU HUNT A BIT CLOSER TO THE NORMAL SHIPPING LANES, BUT I SUPPOSE IT UNWISE TO ATTRACT PRYING EYES TO MY LITTLE OPERATION HERE. I'LL JUST HAVE TO FORCE MYSELF TO BE PATIENT.
STILL, THE HEADS WILL WANT SOME COMPANY SOONER OR LATER.
FUNNY YOU SHOULD MENTION HEADS, DOC. AS IT HAPPENS, OUR VOYAGE *WASN'T* A TOTAL LOSS. THOUGHT YOU MIGHT GET A KICK OUT OF THIS INTERESTING SPECIMEN.
PLEASE, CAPTAIN, YOU KNOW THESE HEADS ARE MORE THAN MERELY ORNAMENTAL. THEY ARE MY TROPHIES, THE PHYSICAL EVIDENCE OF MY PROWESS. I'M NOT INTERESTED IN ANY OLD CORPSE YOU HAPPEN TO FISH OUT OF THE SEA.
UH, SPORT, I'M A LITTLE MORE ANIMATED THAN THAT GLEE CLUB YOU'VE GOT ON THE PIKES.

SO WHAT EXACTLY DO YOU GET UP TO DOWN HERE IN THE DUNGEON WITH ALL THESE POTIONS, SNAPE?
I AM ON THE CUTTING EDGE OF SCIENCE HERE. THAT'S WHY I MUST STAY SECLUDED. WE ON THE CUTTING EDGE ARE FOREVER SHUNNED BY THE MAINSTREAM.
YEAH, *THAT'S* WHY YOU'RE SHUNNED. NOTHING TO DO WITH HEADS ON A PIKE OR THAT YOUR IMMEDIATE SOCIAL CIRCLE RESEMBLES *TV LAND* SITCOM CHARACTERS.
I HAVE BEEN CROSSING SPECIES FOR *YEARS*, EXPERIMENTING WITH BREEDING, ATTEMPTING TO CREATE CREATURES YOU COULD NOT EVEN DREAM UP IN YOUR DARKEST NIGHTMARES--
UH, IT'S TRUE THAT NONE OF MY EXPERIMENTS SURVIVED. I MEAN, THERE WAS THIS CHIMP-ARMADILLO HYBRID THAT LIVED FOR A MINUTE OR TWO--
AHEM THE *POINT* IS THAT I HAVE *VISION*. PLENTY OF IMPORTANT SCIENCY STUFF GOING ON HERE I CAN TELL YOU.
GEEZ, HOW LONG YOU BEEN WAITING TO BREAK OUT THAT SPEECH, SPORT? SOUNDS LIKE YOU'RE BATTING ZERO ON THE SCIENCE FRONT.
HEY, I'VE INVENTED SOME DAMN COOL STUFF. THIS PERSONAL FLIGHT BEANIE IS CONTROLLED BY BRAIN WAVES. IT'S NOT PERFECTED, IT'S ONLY STRONG ENOUGH TO LIFT ME UP ON MY TOES, BUT I'M WORKING ON IT. THIS OTHER THING IS A SONIC EARWAX REMOVER. PATENT PENDING.
WE GOT COMPANY.
AND HE SEEMS... ODD.

I WONDER WHERE WE ARE.
You don't think we're back in the Savage Land, do you? Because that loincloth-wearing pretty boy KaZar really rubbed me the wrong way.
SHUSH IT, HEAD VOICES. WE'RE OBVIOUSLY SOMEWHERE NEAR OUR ZOMBIE HEAD BUDDY. THE BIG COSMIC JU-JU WOULDN'T HAVE SENT US HERE OTHERWISE.
GENTLEMEN, I BELIEVE WE'RE IN FOR A FIRE FIGHT. MY SPIDEY SENSE IS TINGLING ON THIS ONE.
YOUR WHAT SENSE?
BLAMM
BLAMM
BA-BLAMM
BLAMM
BLAMM
RAT-TATT-TATT-TATT-TATT
WELL, THAT WASN'T SO HARD. SCRATCH ONE LANDLUBBER.

SO, WE KILLED SOME GUYS. THAT WAS COOL.
YEAH, YEAH, LET'S PICK UP SHORTY AND GET THIS OVER WITH.
AND THUS DO I PUT ANOTHER NOTCH ON MY GUN.
KA-POW!
AH-HAH. ANOTHER HEAD FOR ANOTHER PIKE. I AM THE MOST CUNNING PREDATOR OF ALL!

CELEBRATING THE WOMEN of MARVEL®

Throughout 2010, Marvel is proud to shine the spotlight on our rich cast of female super heroes as well as the women working in comics today. Every month look to this page for a new interview with one of the top women in comics today.

MARVEL: *First of all, who is your favorite Woman of Marvel?*

COLLEEN COOVER: I have a special fondness for Millicent Collins, Millie the Model. She was a pivotal character in one of the first things I did for Marvel with my husband Paul Tobin, but aside from that, I just like the idea of this smart, sassy, non-powered career girl running around having adventures.

MARVEL: *Over the years, the women of Marvel have changed & grown, becoming some of the strongest characters in the world of super heroes. Is there a defining moment for you regarding any of our super heroines?*

CC: Like a lot of other people who were teenagers in the '80s, Kitty Pryde was my personal hero. My first X-Men comic was Uncanny X-Men #141, the first issue of Days Of Future Past. Kitty's story just resonated with me. She was my age, she was awkward, she had a big crush on this dude-- I immediately got a subscription and followed the X-Men faithfully for several years.

MARVEL: *Girl Comics debuted this month as part of the Women of Marvel celebration. What can you tell us about your contribution?*

CC: I'm writing and drawing a two-page introduction for each issue, which provides a mission statement for the anthology from the mouths of dozens of Marvel heroines. For the second issue I'm drawing a story written by Kathryn Immonen that stars Shamrock!

MARVEL: *This is a huge anthology involving some incredibly talented women. What's your experience been like working with them? Which story from another creator are you looking forward to most?*

CC: One of the real treats I've had with the Shamrock story is getting to work with Kathryn for the first time. And that story is being colored by Elizabeth Breitweiser, which is exciting because I love her work on Agents Of Atlas, and because I'll get to see my art colored by someone else for the first time! I'm really looking forward to Lucy Knisley's Doc Ock story; the preview looks so funny and sweet.

MARVEL: *You're known for being an "indie" creator, often writing and drawing your own work. Do you find your approach to working on Marvel characters a different one than when working with your own creations?*

CC: While working on comics I own offers complete freedom to do whatever I want, it's always fun to play with the characters I grew up reading. And even when I work with newer Marvel characters, once I get to know them it's just as satisfying to explore their motivations and tell their stories.

MARVEL: *Finally, what would you say to those female fans & creators who still think there is a "glass ceiling" or that comics is strictly a boy's club? Any advice for breaking in?*

CC: Well, I know too many women making comics to think that ceiling hasn't been pretty well shattered. The best way to break into super hero comics, and in my opinion the ONLY way that has any real chance of success, is to make comics of your own. You have to show that you are compelled to make comics—that it's in your blood—and you have to show that you have the discipline to do it well and on time. No one is going to hand anyone of any gender a job in comics based on nothing more than their enthusiasm.

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